Function Key Commands

Level Scroll

Okay, I just inherited a base map from a long list of different CADD operators before me. How on earth can I quickly get an idea of what is on what level? Or have you ever just wanted to scroll through your levels to see what is where? Worried about what levels you have on at the time? Can't get back to where you where when you decided to scroll through your levels? Tired of turning on and off levels when you are scrolling through? (taking a sip of my coffee) Take a deep breath. You might ask, "So, you have a utility that will allow me to scroll through all of my levels and then when I am done looking, it will automatically take me back to where I was?" I would have to answer, "Ahhh, yes GrassCADDhoperator I do in deed" . On an overcast afternoon tucked away safely in my cubical. I am not going to mention who had this idea tied to f-key. Take a look at this wicked function key command:

lv=+1;of=all;selview all;fit all;selview all

Fence Command

This will be useful and helpful for people who use power selector and or even those evil fences. This what it looks like...

mdl unload viewctrl;mdl load viewctrl;choose none;update all;place fence;nocommand

Looks like a mess doesn't it? Let me break down what it does for you. (if not just skip down to the bullets to see the good stuff)

MDL unload viewctrl; MDL load viewctrl - The MDL viewctrl is an as needed application, meaning MicroStation only loads it when you press the view control buttons. Why are we unloading it and loading it then? Later in the command string there is a call to a view command, If you had not already used a view command in the current session this call to the view command would not work and an error message would show up in the status bar. Loading viewctrl when it is already loaded brings up the 3d view control dialog box. I don't know why but it does. Since unloading the MDL if it is already unloaded will only cause an error message to fly by in the status bar as compared to getting the 3d view control dialog box when loading it if it is already loaded, it is the lesser of two evils. So, in all this just ensures that when we make a call to the view controls it is going to work.

choose none - This is straight forward. If you have any elements selected by your selection tools it will deselect them. Rather than looking for your deselect button with power select or your space bar (which doesn't always work)

update all - If you are moving or deleting elements sometimes you get the ghost remnants of the elements, this simply refreshes all the active windows.

place fence;nocommand - Ever used the move command forgetting that you had a fence created somewhere off your screen? Makes a mess doesn't it? Calling the place fence command will close the active fence if there is one. nocommand will make sure that you don't place another fence after calling the place fence command.

In short this key in will replace: (***Stop here this is the good stuff***)

- Trying to find the lil paint brush icon to update your screen.
- Deselecting any selection set that you have created.

- Close any fence that you have constructed.
- Act as an escape key if you are in a command.